

Abstract

A system for anonymously purchasing goods and services over the Internet comprising customer, issuer, merchant, and financial institution computers all linked to a communications system, a money code, and a plurality of software. Software executing on the issuer computer receives the money code and a money amount from a customer, assigns an associated money value to the money code based on the money amount received from the customer, and transmits the money code and associated money value to the financial institution computer over the communications system. Software executing on the financial institution computer receives the money code and associated money value transmitted by the issuer computer and stores the money code and associated money value. Software executing on the customer computer transmits an order and the money code to the merchant computer over the communications system. Software executing on the merchant computer receives the order and money code from the customer computer, determines a money amount due for the order, and transfers the money code and money amount due to the financial institution computer over the communications system. Software executing on the financial institution computer receives the money code and money amount due from the merchant computer, compares the money amount due to the associated money value, and notifies the merchant computer of fund availability.